

[Faction/Creatures] [does verb] to [Motif/MacGuffin] but is opposed by [Faction/Creatures]

	1d20 Dungeon Types	1d20 Dungeon Entrances	1d20 Factions	1d20 creatures
1	Mine	Cave-in	Extra-planar	Eldritch horror
2	Communal Lair	Monster lair	Animal/Beast	Wolves/Owlbears
3	Prison	Basement/cellar	Constructs	Golems
4	Cavern	Secret door	Dragon	Red Dragon
5	Underground water	Behind waterfall	Fey	Dryads
6	Ruins	Mouth of dark cave	Giant	Fire Giant
7	Sewer	Stone valve	Pudding/ooze	Black pudding
8	Sunken city	Abandoned mine shaft	Orckind	Orcs
9	Arena/Death maze	Secret tunnel	Plants/fungus	Myconids
10	Solitary Lair	Half-buried ruin	Dwarf/Elf/Orc	Dark elves
11	Mad Wizard Playground	Mouth of Volcano	Undead	Skeletons
12	Academy	Magical portal	Lycanthrope	Wererats
13	Maze	Crevasse	Demon/Angel	Demon
14	Temple	Cave on side of cliff	Insects	Ankhegs
15	Thief or Assassin Guild	massive stone megalith	Flyer	Darkmantle
16	Tomb	Teleportation from elsewhere	Enchanted	Displacer Cat
17	Chasm/Bottomless Pit	Underwater tunnel	Vermin	Carrion Crawler
18	Treasury	An illusion	Swimmer	Kraken
19	Colony/Hive	A sewer	Elemental	Earth Elemental
20		An insect hive	Monster	Yetis
1	Wizard tomb	A well	Human	Bandits
2	Bandit Lair	Mouth of statue		Minions
3	Slavers' headquarters	Mausoleum		Exiles/Rebels
4	A giant tree	Stone door covered in runes		Scholars
5	A dream	Tidal cave		Prisoners
6	A bog with sunken tombs	Thicket of thorns		Necromancer
7	A floating castle	A stone draws aside at midnight		Religious fanatics
8	An undead town	Moonbeam reveals secret door		Savages
9	Giant rat tunnels			Secret Army
10				Mad Scientist
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		1d20 Motifs/MacGuffins/ Quest items	
	1d20 Verbs		1d20 Threats or Timers
1	Guards/Protects	Idol	Return of Apex creature
2	Seeks	Gemstone	Another faction competing
3	Worships	Kidnapped person	Entire dungeon will collapse
4	Imprisons	Spellbook	Portal opens
5	Sacrifices	Fountain of Blessing	Special person is sacrificed
6	Collects/Gathers	Treasure	The dead will rise
7	Conquers	Knowledge	MacGuffin will be destroyed
8	Raids	Weapon	Swarm! Eggs hatching
9	Destroys/Kills	Armor	Lava fills the room, no hope
10	Explores	Item	Chase
11	Spies	Technology	
12	Steals	Claim/Inheritance	
13	Captures	Alliance	
14	Escapes	Hoard	
15		Placate evil spirits	
16		Rare magic	
17		Plague/Curse	
18		Mythical creature	
19		Missing person/item	
20		Portal	
1		Expansion/New home	
2		Mine Ore	
3		Collect Wealth/Special item	
4		Prisoners	
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d6	ROOM STOCKING PROCEDURE	Treasure	
1-2	Monster	1-3/6	
3	Trap	1-2/6	
4	Special	1-2/6	
5-6	Empty	1/6	
1d20 Treasures		1d20 General Loot	1d20 Scrolls/Potions
1	Armband, 10+1d20 sp	Nails/spikes	Scroll of Confusion
2	2d6x10 sp	Rope	Scroll of Sleep
3	1d6 amber ingots, 100 sp/ea	Chains	Scroll of Stinking Cloud
4	Ancient Armor, 200sp	Animal trap	Scroll of Cure Disease
5	Relief Carving, 3d6x10 sp	Torch	Scroll of Invisibility
6	Ancient Weapon, 100sp	Chalk	Scroll of Protection from Unholy
7	1d6 pieces of jewelry, 10+1d20 sp	Incense	Potion of Healing
8	Statuette, 1d4x100 sp	Doll	Potion of Heroism
9	Ivory scroll case, 150sp	Gambling dice	Vial of Acid
10	1d6 gems, 50sp	Grappling hook	Potion of Climbing
11	3d6x10 GP	Regular hook	Antidote
12	Sack of assorted treasures, 1d20x10sp	Oil	Oil of Slipperiness
13	Goblet with gemstones, 125sp	Perfume	Potion of Waterbreathing
14	Crystal bowl, 200sp	Tobacco	Potion of Fire Resistance
15	Ornate carved pipe, 100sp	Ribbons/String	Potion of Giant Strength (21, +5)
16	Old banner, 1d6x50 sp	Tar	Potion of Speed
17	Elven cloak clasp, 250sp	Tools	Wand of Hold Person
18	Ivory whale statue, 150sp	Crowbar	Wand of Web
19	100 year old brandy, 150sp	Block and tackle	Wand of Magic Missile
20	Gold ingots, 1d6x100 GP	Caltrops 10x10	Wand of Fireball (3d6 dam)
1	Armor of Cold/Ice Resistance 50%	Candle	
2	Axe of Returning +1	Fishing Gear	
3	Spellguard Shield (+2 Magic Saves)	Smoking pipe	
4	Cloak of Shadows (+2 stealth)	Shovel	
5	Dagger of Venom, SV vs Poison	Spyglass	
6	Flametongue Lsword +1, +2 Fire	Tinderbox	
7	Frostbrand Lsword +1, +2 Cold	Empty bottle	
8	Bracers of Archery +1 AB bows	Whistle	
9	Bonecrusher, Mace +1, +2 vs Undead	Mummified goblin hand	
10	Helm of Charm Protection (Immunity)	Glass chess piece	
11	Arrow of Dispel Magic	deed for a parcel of land	
12	Amulet of Slow Poison	A giant red egg	
13	Horn of Blasting	Gnome music box	
14	Ivory Goats	Coin with a raven	
15	Gloves of Thievery (+1 tinkering and SoH)	White sequined glove	
16	Mask of Disguise	Rank insignia Legionaire	
17	Immovable Rod	Silver bell	
18	Ring of Protection	Monster's talon necklace	
19	Sovereign Glue	Cloth doll	
20	Luckstone	Bright green feather	

	1d20 Special rooms/encounters/hazards	1d20 traps/tricks	1d20 empty room contents
1	Confusion/Wrong info	Secret/Illusionary door	Armory
2	Reveals secret	Revolving door	Alchemist Table
3	Raises ability score	One way door	Burning brazier
4	Antimagic	Magic barrier	Vermin trapped in cage/trap
5	Changes body/sex/looks	Door opened by switch	Statues
6	Heals	Trap slide	Glowing mineral veins
7	Magnetism	Trap pit	Explosive powder kegs
8	Rots food	Trap portcullis	Coffins
9	Answers question	Activates/Deactivates	Masonry/paintings
10	Transmutes stone > silver	Teleporter	Corpses
11	Sacrifice item for new item	Bricked up door	Shrine
12	Invisible bridge	Requires key/item	Graffiti/Symbols
13	object out of reach	Must move obstacle out of way	Assembly room
14	must continue down bottom of pit	Stairway covered in poison spores	Imprisonment
15	Enemies in high ground	Mirror is door	Pleasure/Relaxation
16	Napalm looks like green slime	Fireplace lit opens portal	Library/Learning
17	Illusionary treasure leads to doom	Magic door is curtain of darkness	Kennel
18	Safe room	Magic door repels metal	Plants
19	Magic circle imprisoning demon	Door screams when opened	Tapestries
20	Treasure swallowed by monster	Passage/Stairs skip level	Food/Supplies
1	Item produces positive effect first time	Floor/Ceiling collapse	Normal vermin
2	^^^and negative effect afterwards	Spikes/lowering ceiling	Melted stone/metal
3	Pedastal shrinks objects	Acid spray trap	Partially collapsed
4	Magic scroll hidden in painting	Poisoned darts	Magic damage scorches
5	Plate that reveals future	Wall of blades	Fog/Hazy/Smoke air
6	High winds	Curse! Feeblemind	Air drafts
7	Surface constantly rolling	Blinding powder	Clock
8	Surface is electrified	Animated object	Machine
9	Surface is quicksand	Releases poison gas	Instrument
10	When touched, lights up	Releases pudding	Webs
11	Surface acts like trampoline	Releases monster	Fountain
12	Underwater passage	Traps within Gem	Trash/waste
13	Glue	Petrifies	Tools
14	Generates lightning storm	Chest in middle of floor	Room is sinking
15	Flamable gas	Rolling boulders	Phosphorescent Fungi
16	Rising/falling water levels	<i>Narrow passage</i>	
17	Pit trap to icy lake below	<i>Dead end</i>	
18		<i>Partially submerged passage</i>	
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	1d20 terrain pieces	Trap/Trick General Ideas	Battle Complications
1	Columns/natural pillars	<i>Special Doors</i>	Floor/ceiling collapse
2	dais	<i>Trap Pits</i>	Glyphs in floor dispel magic
3	altar	<i>Trap slides</i>	Difficult terrain
4	throne	<i>Trap cages</i>	slime-covered floor
5	tables/chairs	<i>Mechanical traps</i>	Room ringed with gutter of fire
6	Chests, boxes, barrels	<i>Collapse!</i>	Pressure plate traps
7	Sky lights	<i>Casts spell</i>	Ankle-deep fetid water
8	Grates in floor	<i>Gas!</i>	Floor radiating heat
9	Water	<i>Trigger releases monster</i>	Thick tree roots covering floor and walls
10	bars/portcullis	<i>Barriers</i>	Chains/vines/ropes
11	Curtains/tapestries	<i>Opened by switch</i>	Archers firing from above/murder holes
12	Fireplace/brazier	<i>Animated Statue/Object</i>	Anti-magic crystals
13	Lava/Ice/Acid	<i>Illusion</i>	Room begins flooding with water
14	Fountain	<i>Walls close in</i>	Enemy reinforcements
15	Ledge/overwatch	<i>Curse!</i>	Something flammable catches fire
16	Scaffolding	<i>Trade one item for another</i>	Enemies retreat to cover
17	Trees/plants	<i>Wind/Water/Fire</i>	Walls close in
18	Rubble/unstable walls	<i>Teleporter</i>	Room begins to freeze over
19	Crevasse	<i>Magically imprison</i>	Wall crumbles to reveal monster
20	Statue	<i>Bait trick</i>	Noxious gas
1	Stalagmites/tites	<i>Boon</i>	Doors seal
2	Crystal formations	<i>Bane</i>	Obelisk begins casting random spells
3	Fungi formations	<i>Guardian</i>	Walls rise to cut room in half
4	Sketchy bridge	<i>Requires key/item</i>	Wind gust blows out all torches
5	Platforms	<i>Confusion/Wrong info</i>	Strong winds knock everyone prone
6	Webs	<i>Reveals secret</i>	Magnetic pull
7	Thickets	<i>Activates/Deactivates</i>	Enemy casts Enlarge on self/potion
8	Bridge	<i>Antimagic</i>	Hallucinations
9		<i>Changes looks</i>	Loud roaring
10		<i>Magnetism</i>	In darkness
11		<i>Transmutation</i>	Without being seen/heard
12		<i>Answers question</i>	Competition
13		<i>Must move object</i>	Time pressure
14		<i>Object out of reach</i>	Varying heights
15		<i>Cross hazard area</i>	Dense fog
16		<i>Alarm! Noises that attract</i>	Third party involvement
17		<i>Magical Darkness</i>	Insect swarms
18		<i>Time-consuming easy routes</i>	Holy ground, can't damage alters
19		<i>Dangerous short routes.</i>	Innocents in middle
20		<i>Separate party</i>	